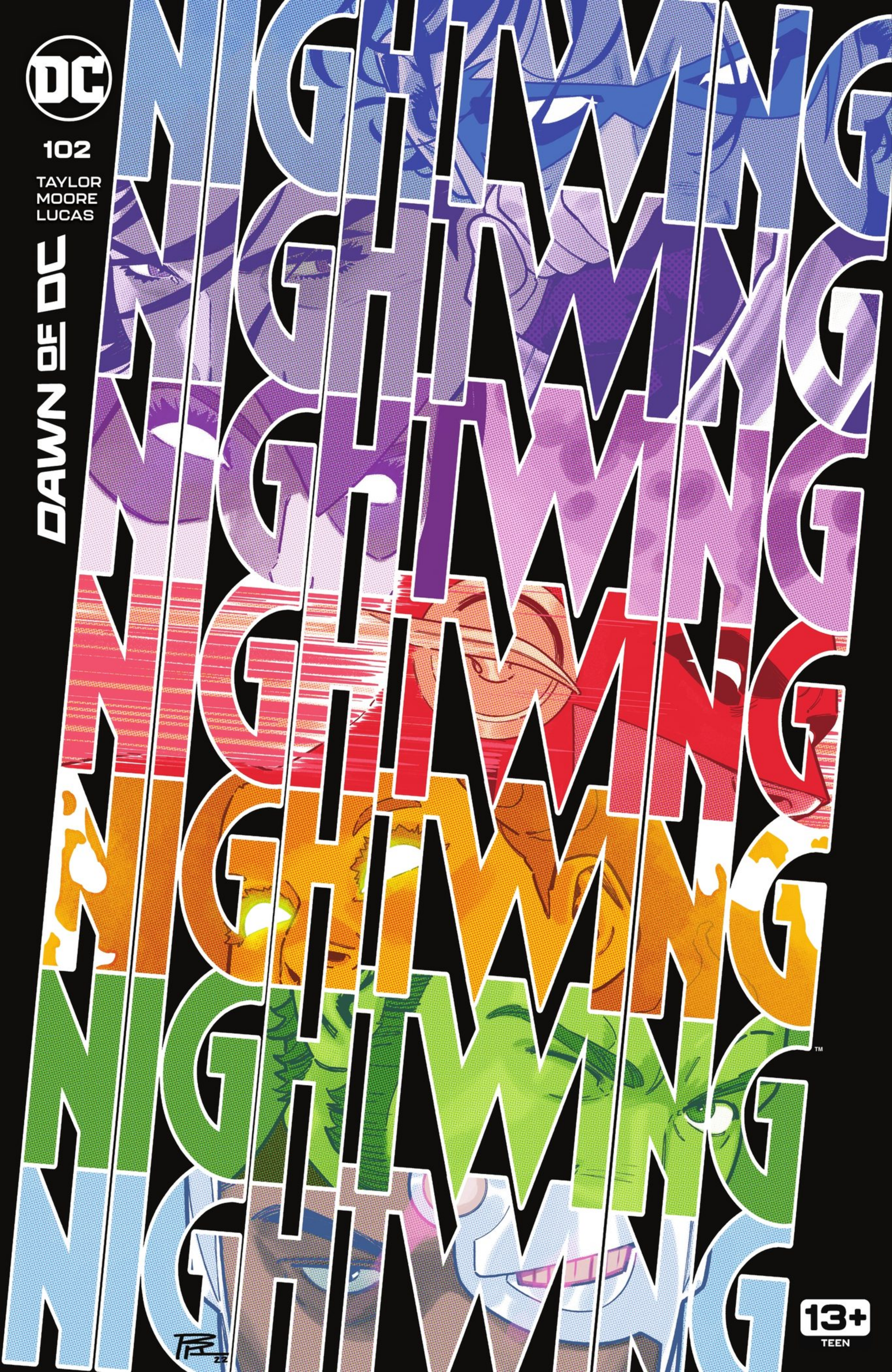




102

TAYLOR
MOORE
LUCAS

DAWN OF DC



FR 22

13+
TEEN



DAWN OF DC

6
ISSUES
STARTING IN
MARCH

DC'S STRANGEST SUPERHEROES SAVE
THE WORLD BY SAVING THE MONSTERS!

UNSTOPPABLE
DOOM
PATROL



Written by
DENNIS CULVER

Art by
CHRIS BURNHAM

FORGING
THE FUTURE
ONE **HERO**
AT A TIME

Blüdhaven morgue. Now.

I CAN'T
BREATHE.

I CAN'T--

THD

DON'T
PANIC.

SLOW THE
HEARTRATE.

THINK YOUR
WAY OUT.

CAN'T GET A
COMMUNICATION
SIGNAL OUT OF
HERE.

NO ONE'S
COMING
TO HELP.

CHZZ



ORACLE!

ORACLE!

NIGHTWING?

WHERE ARE
STARFIRE AND
RAVEN?

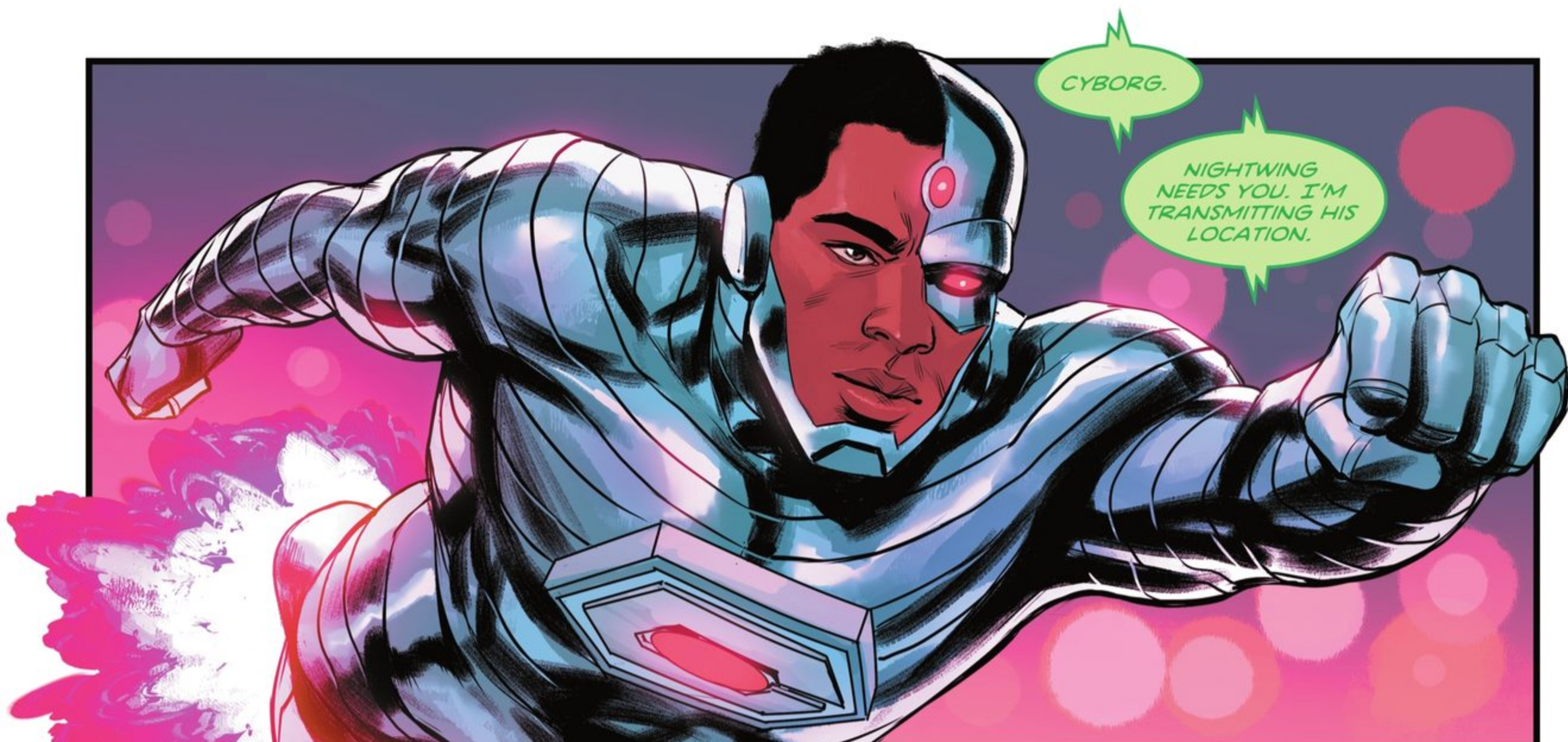
THEY
HEADED BACK
TO BEAST BOY'S
HOUSE. YOU'RE
NOT WITH
THEM?

I WAS
ATTACKED.
COULDN'T GET
COMMUNICATION
OUT OF THE
FREEZER.

YOU
WERE IN A
FREEZER?

THERE'S NO
WAY RAVEN AND
STARFIRE WOULD
HAVE JUST **LEFT**
ME. SOMETHING'S
VERY WRONG.

I NEED
CYBORG.
NOW.









...THAT'S
WHAT I
THOUGHT.



OLIVIA.
STAY BEHIND
ME.

THIS
MAN IS AN
IMPOSTER.

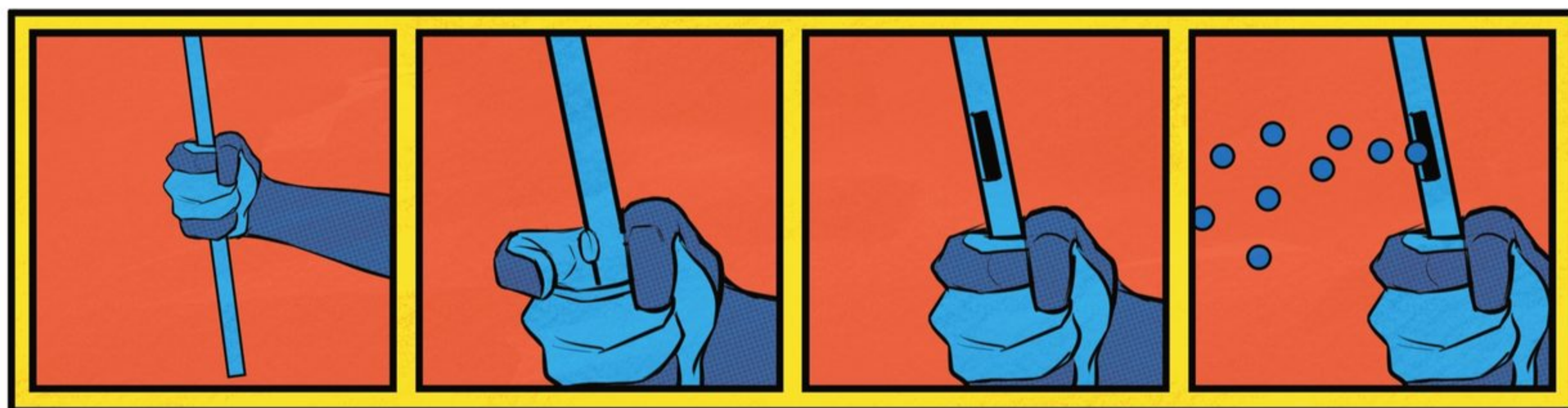


AM
I?
THEN
WHAT'S
THE NAME
OF YOUR
DOG?



...NIGHTWING?







ARGH!

HE'S NOT
GOING TO GO
DOWN EASY.



IS THAT
THE *BEST*
YOU'VE
GOT?

IT'S
ACTUALLY
NOT THE
BEST I
HAVE.



OLIVIA.
I PROMISE.
HE'S *NOT*
ME.



I SWEAR ON
BITEWING.

I HAVE
A SECRET
WEAPON.







THAT'S
FAR ENOUGH,
"NIGHTWING."

UH. YES. IT'S ME.
NIGHTWING.

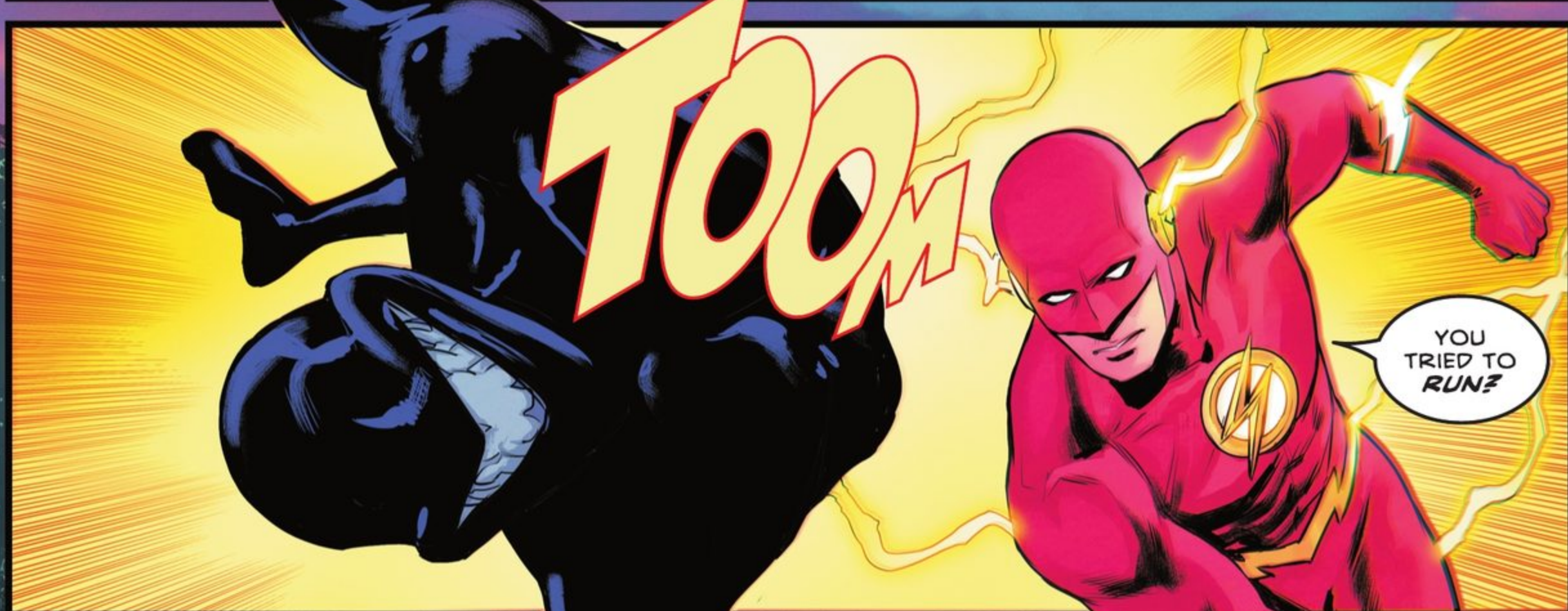
I FLY
NOW.

URGH.
FINE.

IT'S
CLEARLY TIME
TO ABORT THIS
MISSION.









Beast Boy's Home. Later.

GAR. YOU AWAKE?

MOSTLY.

SOMEONE WANTED TO CHECK IN ON YOU.



HEY, IT'S OLIVIA, KNIGHT OF THE REALM.

ARE YOU OKAY?

YEAH. LOOK, PART OF THIS JOB IS GETTING KNOCKED OUT A LOT.

UNCONSCIOUSNESS IS *EVERY* HERO'S KRYPTONITE.



I'M SORRY YOU GOT HURT BECAUSE OF ME.

WHAT?



HEY.

AS SOMEONE WHO HAS BEATEN MYSELF UP FOR *ALL* KINDS OF THINGS I COULDN'T CONTROL, *TRUST* ME WHEN I SAY YOU'RE *NEVER* RESPONSIBLE FOR THE ACTIONS OF *MONSTERS*.



GAR'S *RIGHT*, OLIVIA. *NONE* OF THIS IS YOUR FAULT...

"...BUT MY FRIENDS AND I ARE ABOUT TO FIND OUT EXACTLY WHOSE FAULT IT IS."

SO, WHAT NOW? YOU PEOPLE DON'T STRIKE ME AS THE TORTURING TYPE.



I DON'T HAVE TO TORTURE YOU TO PULL WHAT I WANT FROM YOUR MIND.

BUT I DON'T HAVE TO MAKE IT PLEASANT, EITHER.

RAVEN. YOU'RE ANGRY, AND UNDERSTANDABLY SO.



LET ME DO THIS.

THE LASSO OF PERSUASION.



DONNA TROY CAN COMMAND ANYONE WITH IT, SO LONG AS HER WILLPOWER IS STRONGER THAN THEIRS.

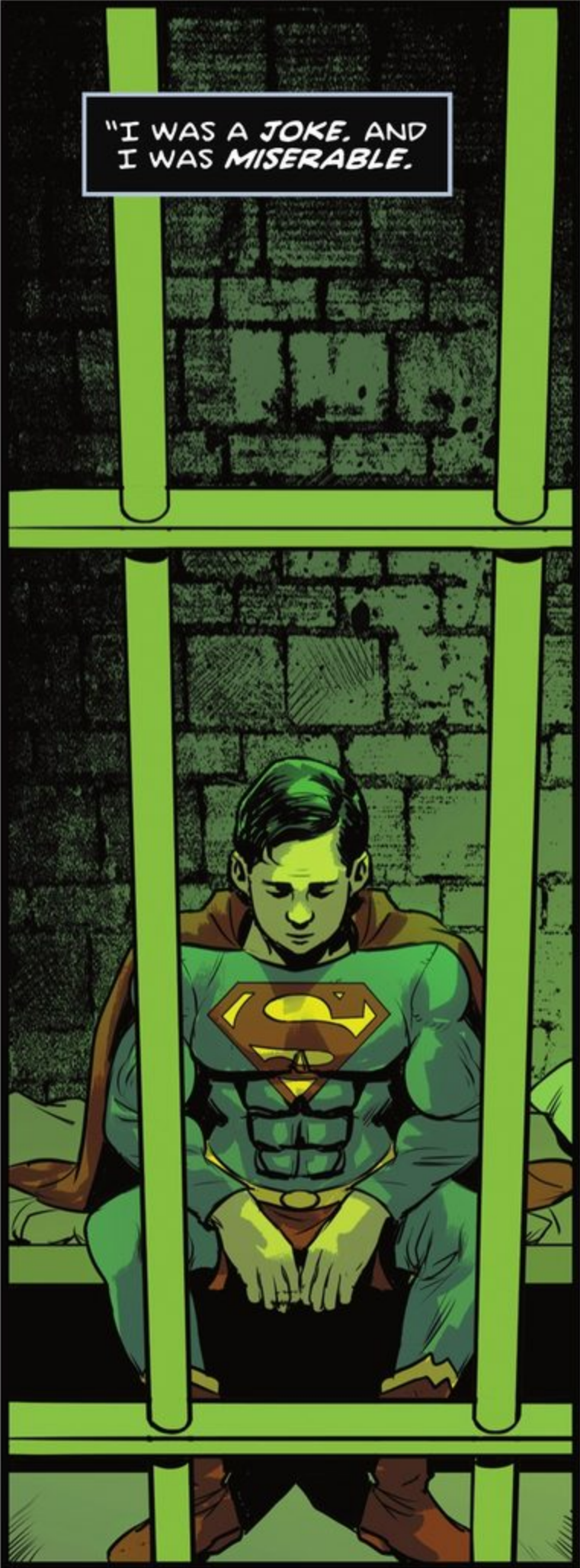
YOU WILL TELL ME WHO YOU ARE, HOW YOU CAME TO BE THIS, AND WHY YOU'RE WORKING FOR NERON.



OF COURSE, MA'AM.

AND DONNA'S WILL IS IRON.







NOW I **ALWAYS** HAVE A SMILE ON MY FACE. AND THAT'S **ALL** I HAVE ON MY FACE...

BECAUSE DEMONS CAN'T BE **TRUSTED**.



DO YOU REALLY TRUST **YOURS?**



YOU'RE WORKING FOR NERON.

YEAH. HE WANTS THIS GIRL.

I DIDN'T ASK WHY.



YOU JUST INSTANTLY AGREED TO **KIDNAP** A CHILD AND HAND HER OVER TO A LORD OF HELL?

PRETTY MUCH.



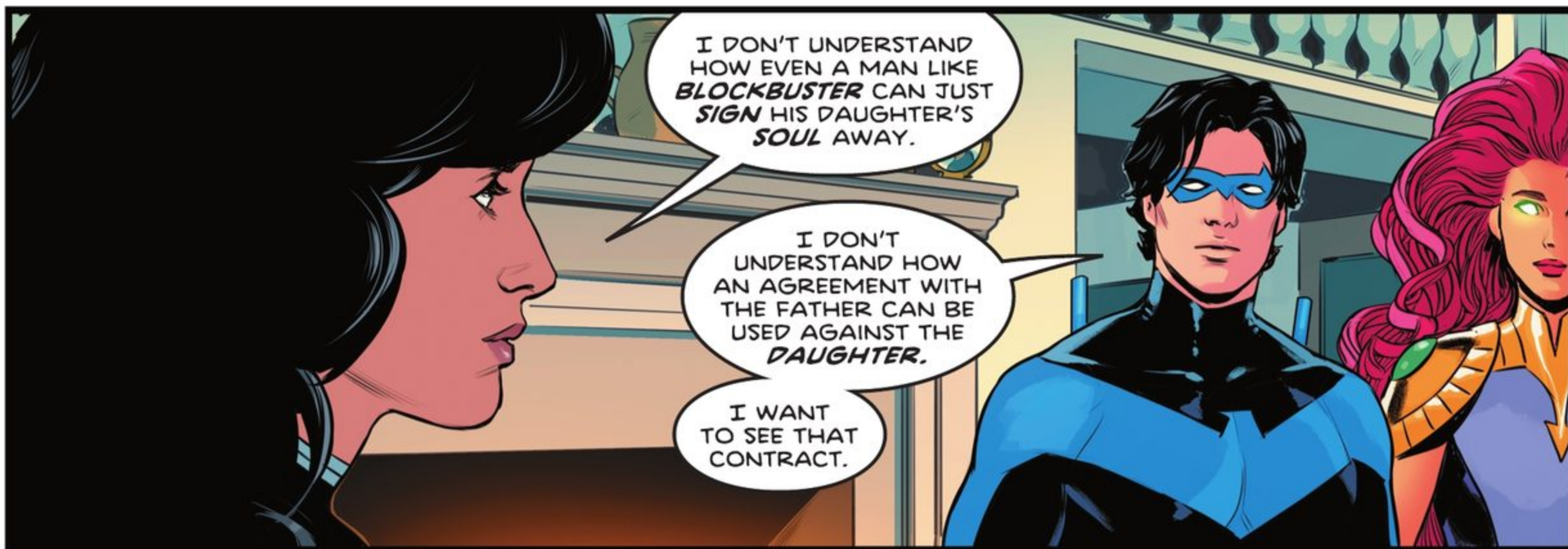
AS THE DAUGHTER OF A LORD OF HELL, WITH ALL THE TRAUMA THAT COMES WITH IT, THIS IS ABOUT THE WORST THING RAVEN COULD HEAR.

YOU HAVE **KILLED** A KING AND **TAKEN** A GIRL.

WHATEVER LEGAL PUNISHMENT YOU RECEIVE FOR KIDNAPPING AND REGICIDE, KNOW THAT **MORE** PUNISHMENT WILL BE COMING FROM **ME**.

RAVEN. ON A LIST OF GUYS WHO AREN'T WORTH IT, **THIS** GUY WOULD BE ONE OF THE **MOST** WORTHLESS. COME ON...





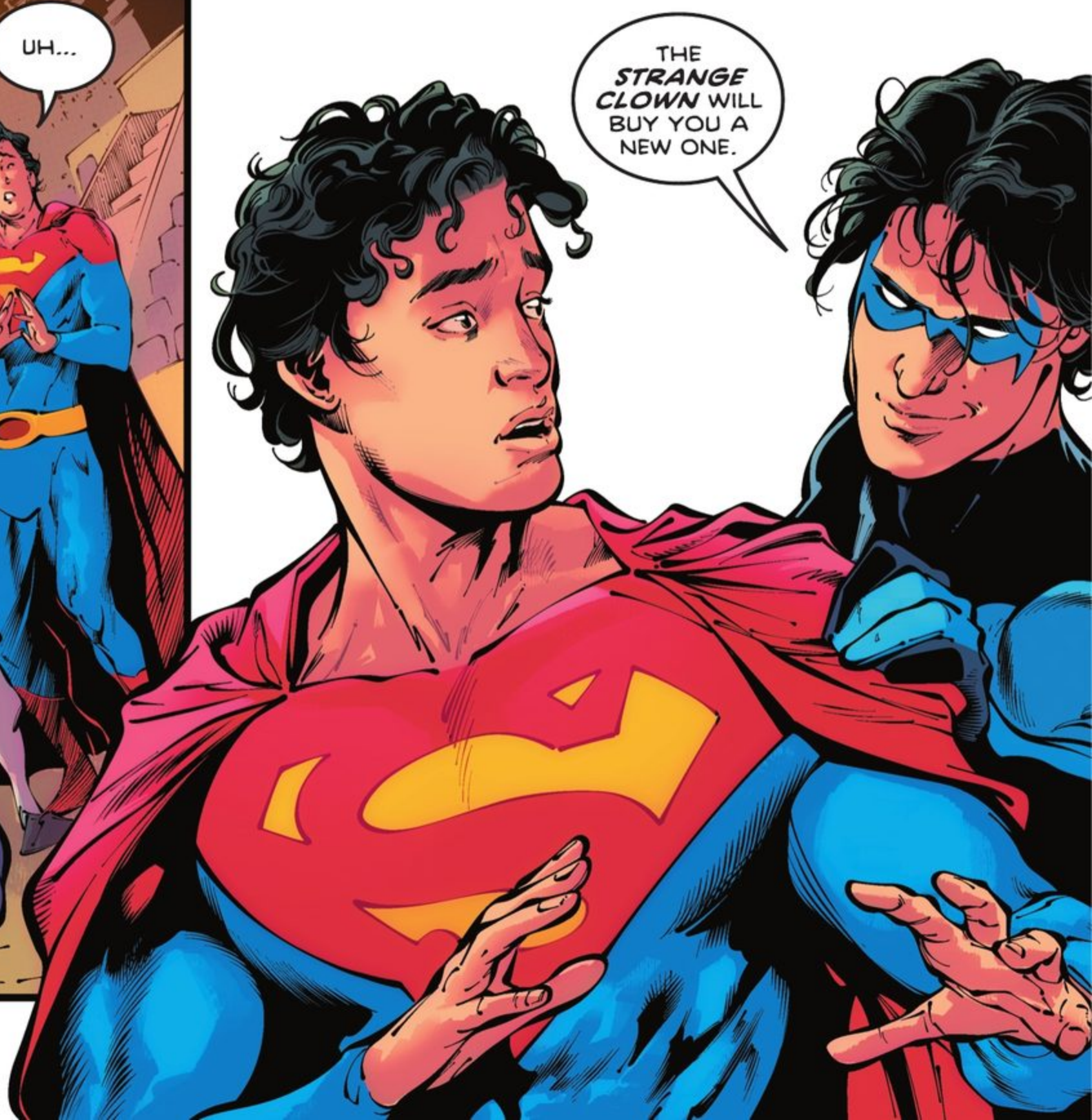
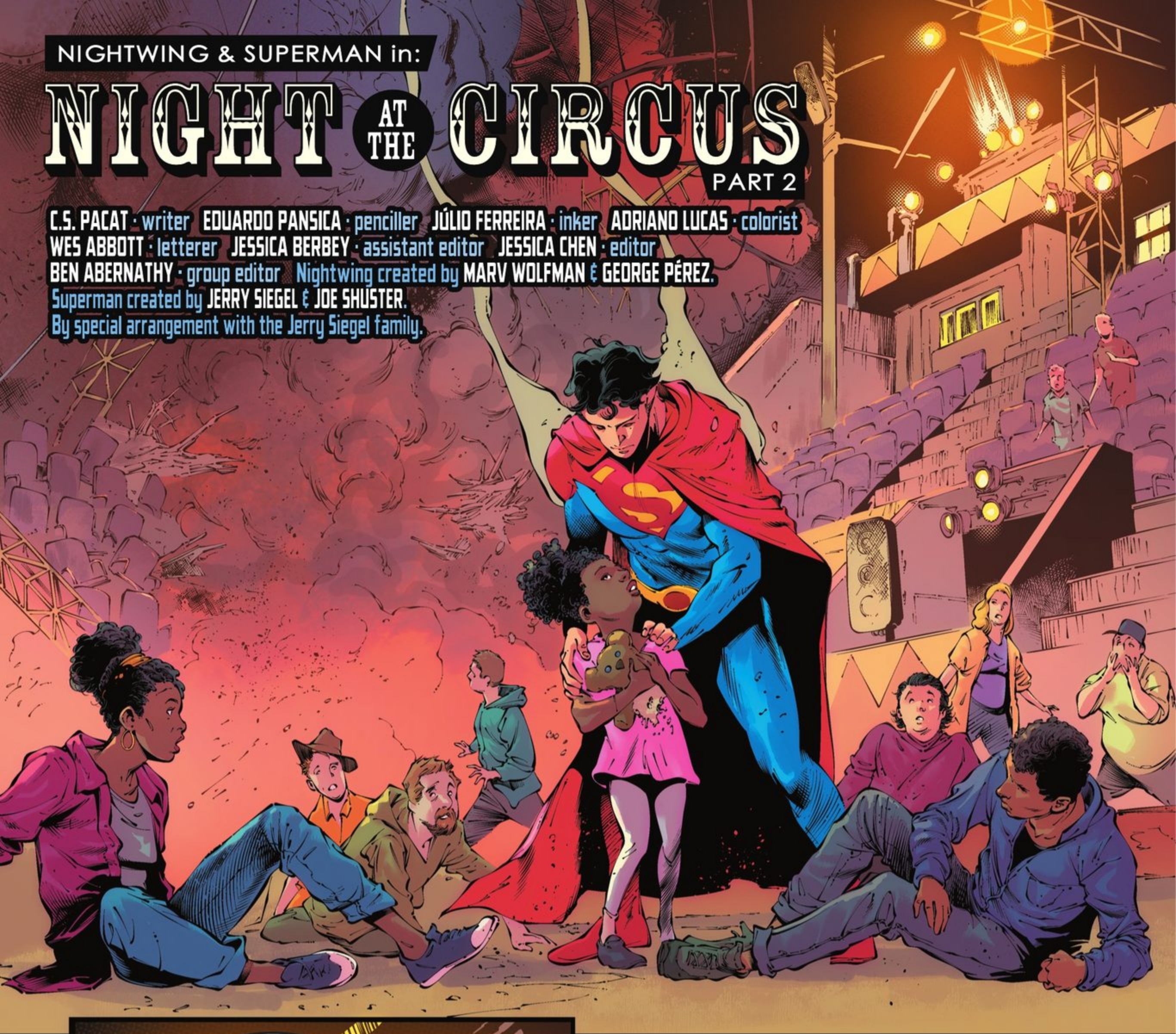


NIGHTWING & SUPERMAN in:

NIGHT AT THE CIRCUS

PART 2

C.S. PACAT · writer EDUARDO PANSICA · penciller JÚLIO FERREIRA · inker ADRIANO LUCAS · colorist
WES ABBOTT · letterer JESSICA BERBEY · assistant editor JESSICA CHEN · editor
BEN ABERNATHY · group editor Nightwing created by MARV WOLFGAN & GEORGE PÉREZ.
Superman created by JERRY SIEGEL & JOE SHUSTER.
By special arrangement with the Jerry Siegel family.





THIS IS A CRIME SCENE. OLD-SCHOOL INVESTIGATING. YOU *REALLY* WANT TO STICK AROUND FOR THAT?



I DON'T USUALLY GET A CHANCE TO DO THIS KIND OF WORK. MY *MOM'S* AN INVESTIGATIVE JOURNALIST.

RIGHT. LOIS LANE HAS THINGS SOLVED BEFORE ANYONE ELSE REALIZES THERE'S A PROBLEM.



MY *DAD'S* AN INVESTIGATIVE JOURNALIST, MY *BOYFRIEND'S* AN INVESTIGATIVE JOURNALIST...



ALL RIGHT.

LOOK AROUND. WHAT DO YOU SEE?

THAT'S WHAT BATMAN USED TO ASK ME...

...BACK IN THE OLD DAYS WHEN WE USED TO SOLVE ONE CRIME AT A TIME.

LOOK AROUND. WHAT DO YOU SEE?

HE'S BEEN SHOT. FROM THE WINDOW, JUDGING FROM THE ANGLE OF THE EXIT WOUND AND THE BLOOD SPLATTER.

LOOK CLOSER.

THE BOMB. IT'S OUR BEST LEAD. I'D TRACE THE COMPONENTS AND TRY TO FIND THE BUYER.

IT'S THE SORT OF THING I WOULD HAVE SAID.

THAT'S GOOD THINKING, BUT I'D START CLOSER TO HOME.

ANYONE COULD HAVE PLANTED THE BOMB, BUT TO CAUSE THE **TRAPEZE** ACCIDENT, THE PERPETRATOR NEEDED ACCESS TO THE **ROPES**.

IT'S SOMEONE **HERE**.



WE HAVE *VERY STRICT* SAFETY PROTOCOLS. THE ROPES ARE CHECKED RIGHT BEFORE THE PERFORMANCE.

WHO CHECKS THEM?

THE PROP MANAGER, AND THEN THEY'RE *DOUBLE-CHECKED* BY THE TRAPEZE ARTISTS.



IF I HADN'T SEEN THE ACCIDENT WITH MY OWN EYES, I WOULD HAVE SAID IT WAS IMPOSSIBLE.



IT'S SECOND NATURE, TO SEARCH FOR THE WEAPON...

YOU SEE THE FRAY PATTERN? THE KNIFE WAS SERRATED.



FOUND IT. IN THE SAWDUST UNDER THE LADDER. NO PRINTS.

TO INTERROGATE
THE SUSPECTS...



YES, I'M THE
PROP MANAGER.
I CHECKED THOSE
ROPES MYSELF.

I DIDN'T
TAMPER WITH
ANYTHING. YOU CAN
REVIEW THE SECURITY
FOOTAGE.
EVERYTHING'S
FILMED.



HE'S RIGHT.
THE FOOTAGE
HASN'T BEEN
TAMPERED
WITH.



NO PRINTS,
NO SUSPECTS, AND
NO ONE WHO COULD
HAVE SABOTAGED
THE ROPES.

IS IT
A DEAD
END?

NOT
QUITE.

BUT MORE
THAN THAT...

...TO WATCH
AND OBSERVE
THE PEOPLE.

WHAT DOES
LOIS SAY IS THE MOST
IMPORTANT THING ABOUT
INVESTIGATING?

SHE
SAYS FOR
A REPORTER,
IT'S NOT JUST
ABOUT FINDING
THE EVIDENCE.
IT'S ABOUT
FINDING THE
STORY.

WHY DID IT
HAPPEN? WHO
LOSES, WHO
GAINS?

SHE'S NOT
WRONG ABOUT
THAT.

WHAT
DOES
BATMAN
SAY ABOUT
INVESTIGATING?

**BELIEVE
NO ONE.**

DON'T
THINK OTHERS
WILL SHARE
YOUR MORAL
QUALMS.

YOU WILL
NOT SEE THE
TRUTH IF YOU
HAVE ANY *LIMITS*
ON WHAT YOU
IMAGINE PEOPLE
ARE CAPABLE OF
DOING TO ONE
ANOTHER.

BATMAN
WOULDN'T
WANT ME
TELLING
PEOPLE HIS
M.O....



WE COULD
PULL IN PHONES FROM
THE AUDIENCE, SEE IF
ANYONE HAS FOOTAGE
OF THE PERPETRATOR
DISPOSING OF THE
KNIFE--

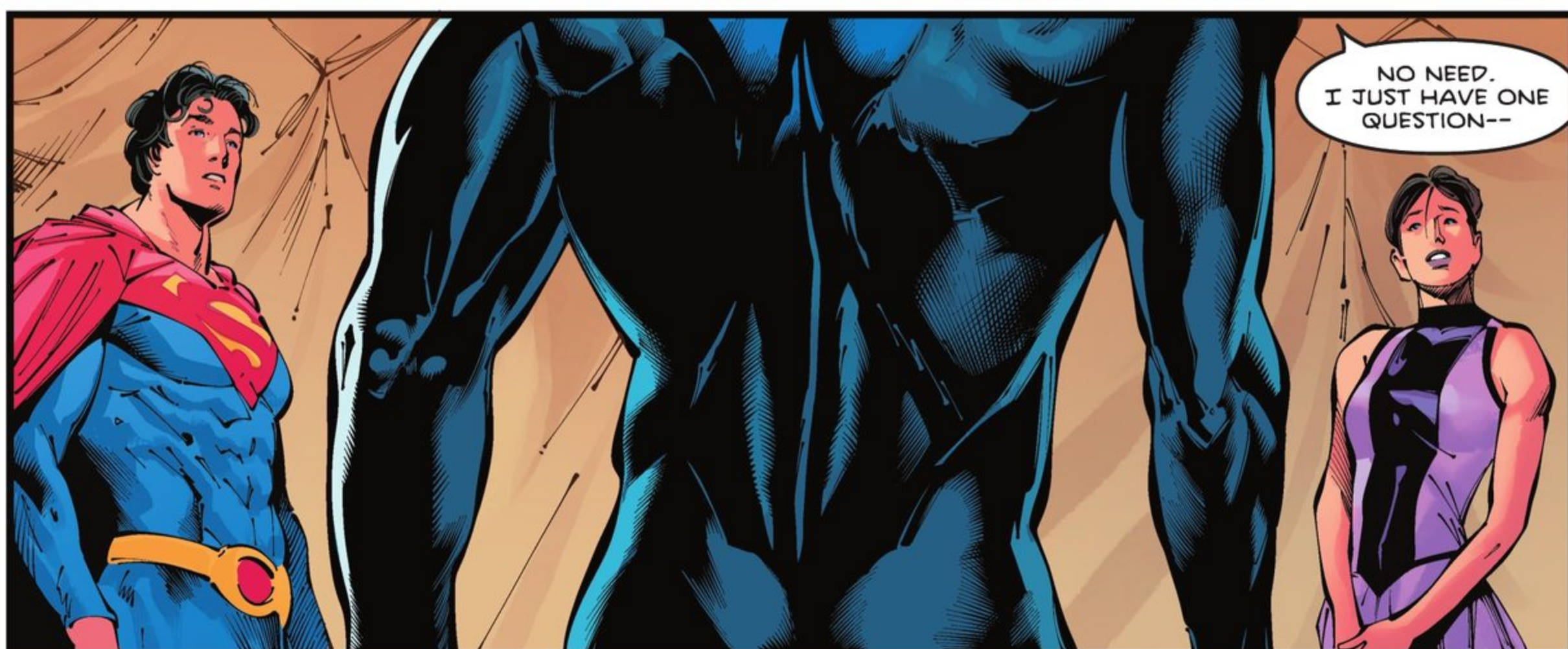
EXCUSE
ME, NIGHTWING.
THE RINGMASTER
SAID YOU ASKED
TO SEE ME.



WE'RE GLAD
YOU'RE ALL RIGHT.
YOU MUST BE QUITE
SHAKEN UP AFTER
THE FALL.

MY SON
AND I WOULD
HAVE *DIED* IF YOU
HADN'T BEEN
THERE TO
SAVE US.

IF THERE'S
ANY WAY I
CAN REPAY
YOU...



NO NEED.
I JUST HAVE ONE
QUESTION--

--WHY
DID YOU CUT
THE ROPES OF
YOUR OWN
TRAPEZE?

W-WHAT?!



TO BE CONTINUED...



DAWN OF DC
HAIL TO THE QUINN, BABY!

A NEW ERA
STARTING IN
MARCH

© & TM DC

HARLEY QUINN

#28

WRITTEN BY **TINI HOWARD** ART BY **SWEENEY BOO**

An all-new creative team takes Harley to wacky, wild, and legally mandated new heights!

Each issue features bonus dream sequences from a rotating cast of superstar creators, including:
ERICA HENDERSON • ADAM WARREN • NICOLE MAINES AND MINDY LEE • AND MORE!

FORGING THE FUTURE ONE HERO AT A TIME

HELEN MIRREN

DC
SHAZAM!
FURY OF THE GODS



You play the character Hespera, one of the villainous Daughters of Atlas. Who are they in the film?

Hespera is a sort of powerhouse goddess. I have two sisters in the film played by Lucy Liu and Rachel Zegler. They're back on Earth to reclaim their powers that were taken from them by the Wizard, and the goddesses want to make sure that this power is used correctly.

What leaped out to you about the part when you first read the script?

Well, I love playing goddesses. I liked Hespera's seriousness, and I tried to play it as straight as possible. I kept saying to myself, "Shakespeare, Helen, you're playing Shakespeare." You need to treat this material with the sort of thought and respect that you approach Shakespeare with. The costume is full of solid pieces, and I have to say it's incredibly heavy, but it's spectacular, so I'm happy to wear it. The costume is a massive part of the whole thing.

Why do you think audiences connect with the Shazam family?

It's what I loved about the first *Shazam!* film and why I happily signed up to be in the sequel. I love the idea that these outcasts at school, the kids who are bullied, are the ones who land with these incredible powers. I loved the concept of these kids becoming beautiful superheroes. Every time you see a little kid running around with a tea towel as a cape and you know they're a superhero in their imagination—I loved that the first film used that idea. It's very sweet and funny at the same time, so I was very happy to be in the second one.

Can you talk about the magical elements in the film?

We have it all. It's a combination of mythological ideas and imaginary creatures...which will all make an appearance in our movie. It's sort of a combination of elements from all the mystical, magical films you've ever seen. Even dragons make an appearance! I'm very jealous of my sister who gets to ride one in the film.

DC
SHAZAM!
FURY OF THE GODS
IN THEATERS NOW!

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